



SONIC

THE HEDGEHOG

CHAOS

TM

SEGA

EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest for at least 10 minutes per hour while playing a video game.
- **Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.**

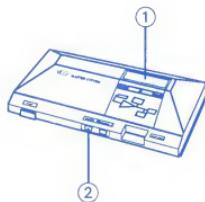
Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

① Master Cartridge
② Control Pad 1



Robotnik's at it Again!

For a year after the six Chaos Emeralds were restored to South Island, all was peaceful and quiet... except for the occasional sonic boom as Sonic the Hedgehog and his friend Miles "Tails" Prower practiced their speed runs.

Then one day, the island was rocked by a terrible explosion. Great chasms opened up in the ground. Strange new landmarks sprang into being. The animals — including Sonic and Tails — immediately began searching for the cause. It was Flicky the Bluebird who had the answer: "The Chaos Emeralds are missing from the North Cave!"

Tails frowned. "If the six Emeralds are separated, there's no balance, and chaos'll leak out all over the world! And if we don't find them fast, South Island will sink into the ocean!"

At that moment, a strange round flying machine roared overhead. Clutched in large pincers on its underbelly was the red Chaos Emerald! All the animals could see of the pilot was his bushy mustache and big red nose, but his nasty laugh was unmistakable — Dr. Robotnik!

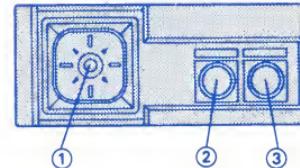
"This time nothing can stop me! Once I have the other five Chaos Emeralds in my possession, I will rule the world! HAA, ha, ha, ha, haaaa!" Then the evil Dr. Robotnik and his flying machine vanished over the horizon.

"Not if we find'em first," said Sonic. "C'mon, Tails. Let's get those Emeralds!"

Take Control!

① Directional Button

- Press right or left to move your character in those directions. Press and hold in either direction to make him speed up.
- Press down to make your character crouch.
- When your character is standing still, press up or down to see the upper or lower section of the screen.
- While your character is moving, press the D-Button down. He will roll into a ball — great for bashing through barriers or mowing down enemies.



② Button 1

- Press to start the game.
- Press to jump/perform the Super Spin Attack. Press and hold for a higher jump.

③ Button 2

- Press to jump/perform the Super Spin Attack. Press and hold for a higher jump.

Pause Button (Master System console)

- Press to pause the game; press again to resume play.

Super Moves

① Super Dash Attack!

When your character is standing still, press and hold the D-Button down, then press Button 1 or 2. Sonic or Tails will begin spinning in place. Release the D-Button to blast off in a burst of speed!

② Helicopter (Tails only)

Press and hold the D-Button up, then press Button 1 or 2. For a short time, Tails will spin his tails like helicopter rotors and fly. Use the D-Button to guide his movements, and cancel the Helicopter by making Tails touch the ground.

Note: Sonic will respond to this command by running in place. Release the D-Button to make him race forward.

③ Hop Springs

Activate a Hop Spring by jumping on it. Use the D-Button to guide its movement. The Hop Spring disappears when you collide with an object or suffer damage. To jump off of a Hop Spring, press Button 1 or 2.

①



Get Ready...

After the Sega logo, you'll see an intro screen followed by the *Sonic Chaos* Title screen. In a few seconds, a short demonstration appears. Press Button 1 to return to the Title screen and press again to start the game.

The Player Select screen appears. Press the D-Button left or right to select Sonic or Tails, and press Button 2 to begin play.

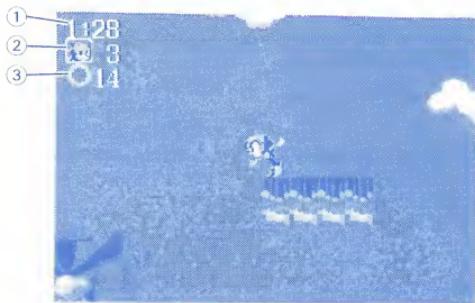


Race for the Rings!

As Sonic or Tails, you'll blast through six dangerous Zones, with three Acts each. At the end of the third Act of each Zone, you'll meet with one of Robotnik's Master Robots. Use the left side of the screen to keep track of your status as you go.

① **Timer:** This shows how much time has elapsed since you began each Act. If you don't complete the Act before the timer reads 9:59, you lose a Life.

② **Lives Remaining:** This shows the number of Lives you have to get through the game. Pick up extra Lives by collecting over 100 Rings, collecting a 1-UP item or scoring a speed rating consisting of three of the same numbers (such as 555 kph). Sonic starts the game with 3 Lives, and Tails starts with 5 Lives.



③ **Number of Rings:** Rings keep you from being hurt if you are attacked, touch an enemy or get caught in a trap — however, doing so will make you lose all your Rings. If you are caught or attacked and you don't have any Rings, you lose a Life.

You receive points for the number of Rings you have at the end of each Round. If Sonic collects 100 Rings, he will enter the Special Stage to search for one of the Chaos Emeralds (see page 36).

Special Items

Throughout the game, you'll find Special Items which will be very helpful in getting you through to the final confrontation with Robotnik. Most of the items are contained in Monitors. To pick up an Item, break open the Monitor with a Super Spin Attack.

① **Super Ring:** You get 10 Rings.

② **Power Sneakers:** Burn up the screen with an extra burst of speed!

③ **Invincibility:** You become invincible to attacks and traps for a short period of time. However, you will lose a Life if you fall to the bottom of the screen or remain underwater for too long!

④ **1-UP:** You get an extra Life.

⑤ **Rocket Shoes (Sonic Only):** Take this item and blast through the air on a pair of high-powered rockets! The Rocket Shoes last for only a short time, and will vanish if Sonic takes any damage.

①



Bonus Panels

The Bonus Panel appears at the end of every first and second Act. Run past the panel to set it spinning. When it stops, you'll find out what bonus you've received.

① **Flicky:** You get nothing. Sorry!

② **Ring:** You get 10 Rings.

③ **Sonic:** Sonic gets an extra Life. Tails gets a Continue.

④ **Tails:** Sonic receives a Continue. Tails gets an extra Life.

①



Scoring

Each time you complete an Act, this screen updates you on your progress. You'll receive points as follows:

Enemy Robot: 100 points

Boss Robot (Zones 1–2): 5,000 points

Boss Robot (Zones 3–5): 10,000 points

Dr. Robotnik: 60,000 points

Speed Bonus: 100 points for each kph

Ring Bonus: 100 points for each Ring you possess at the end of the Act

Continue: A Sonic or Tails icon appears here with each Continue you pick up.

Chaos Emerald: This shows how many Chaos Emeralds Sonic has picked up so far.

Zip Through the Zones!

Turquoise Hill Zone

Race through loops, corkscrew twists and hidden passageways. Ride moving platforms over pits filled with spikes. Spring high in the air over traps and terrain.

Grab those Rings and Items, and keep on the lookout for Robotnik's badniks!

Gigalopolis Zone

Lights glitter on the night skyline as you spring from level to level. Race through corridors, then jump on top and grab those Rings!



Sleeping Egg Zone

Grab a Hop Spring and bounce through mazes of blocks. Break paths to monitors and secret passageways. Looks can be deceiving, and platforms that appear solid might not be. One wrong step, and it's a long way down!

Mecha Green Hill Zone!

The Green Hill Zone has gone mechanical, and the skies are gray with pollution thanks to Dr. Robotnik. Don't let yourself sink into the sludge in the river or you won't get out. The coconuts in the trees are explosive, so if one drops near you, get out of the way!



Aqua Planet Zone

Push open the hatches in the underwater tunnels and the current will carry you along, but beware of the traps ahead! If you go without air for too long, you'll see a countdown above your character's head. When that count-down reaches zero, you lose a Life. Replenish your air supply by jumping to the surface or taking a deep breath from big air bubbles that drift up from certain blocks.

Electric Egg Zone

Guided lasers guard the corridors of this Zone, and you have to move fast to outrun them. Dodge the robot bombs that drop from the pipes. Use the D-Button to guide your passage through networks of pipes, and grab all the Rings and Items you can.

Finally you'll meet with Robotnik himself, in an arena he has prepared especially for you...



The Special Stage

Once Sonic collects 100 Rings, he will automatically warp to the Special Stage. Here Sonic can find the Chaos Emeralds — there is one in each Special Stage. Collect all five and battle Robotnik for the sixth to restore peace to your home!

Each Special Stage consists of a maze filled with Rings, Items and a Chaos Emerald. Pick up as many Rings as you can for extra Lives — especially the big Rings, which are worth 10 normal Rings each. The Special Stage ends when you claim the Chaos Emerald, or when the timer runs out. If you pick up the Chaos Emerald, you receive 10 points for each second remaining on the timer.

Note: Only Sonic can proceed to the Special Stage. If Tails picks up 100 rings, he will receive an extra Life.

Game Over/Continue

When you lose all of your Lives, the game ends. However, if you have any Continues remaining, you see the Continue screen next. Press Button 1 before the countdown runs out to go on with your game from the beginning of the Act you left off. If the countdown runs out, the next game you play will begin at Act 1 of the first Zone.

Tails starts the game with three Continues. Sonic must pick up his Continues by scoring 50,000 points, getting a Chaos Emerald or picking up a Tails Bonus Panel at the end of an Act.



Super Survival Tips

- The moment you get attacked and lose Rings, grab the nearest Ring to protect yourself from another attack.
- When traveling inside pipes, keep the D-Button pressed in the direction you want to turn at the next junction.
- Bouncing off springs leaves you vulnerable when you're spinning in the air. If there's an enemy nearby, either destroy it or retreat.
- Each Act is full of secret passages and rooms filled with Monitors. Explore!

Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to any violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

- Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



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